

# Product Release



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## **ATARI INTRODUCES 28 NEW GAMES INCLUDING ARCADE HITS; DELIVERIES TO BEGIN ON FIRST EDUCATIONAL PRODUCTS**

Sunnyvale, CA. — June 5 — Atari Inc. today introduced 28 new games for the Atari 2600<sup>TM</sup> Video Computer System and the 5200 Super System. The games were first shown at the summer Consumer Electronics Show in Chicago.

The new products include the first home video game cartridge with built-in voice synthesis, and 13 arcade hits which have been reproduced for home play.

The new Atari games reflect of the company's commitment to expand the video games market with innovative, quality products. The new products for the last half of 1983 also represent the multiple approaches used to expand the breadth and appeal of the Atari software line. Developments in engineering and design make possible unique products such as Baseball II and Berzerk with built-in voice synthesis for the 5200 and entirely new titles specifically for home play. At the same time, study of new markets for games has encouraged development of educational products for children which combine play and learning. Of course, arcade hits are proven winners.

## NEW GAMES FOR THE 2600 VCS AND THE 5200 SUPER SYSTEM

### Pole Position<sup>1</sup>

For real Grand Prix racing action that puts the player in the driver's seat, Pole Position the arcade hit of 1983. Players race against the clock and against other cars on a track full of curves and straightaways, while avoiding numerous on-and-off-road hazards. This new home version of the smash arcade game features some of the most incredible motion graphics ever programmed into a home video game, and four different skill levels to challenge even the most daring drivers!

#### Availability

#### Suggested Retail Price

2600 Cartridge - September

\$35.45

5200 Cartridge - August

\$40.95

### Jungle Hunt<sup>2</sup>

There's danger and action around every bend for the jungle hero, as he chases after his kidnapped jungle woman. He must swing from vine to vine, swim through a river teeming with crocodiles, avoid rolling boulders, and, finally, rescue his beloved from her cannibal captors. And with two skill levels, the obstacles can increase. With "it's a jungle out there" graphics and colors, Atari brings all of the great game play of the original Jungle Hunt to home video.

#### Availability

#### Suggested Retail Price

2600 Cartridge - July

\$35.45

5200 Cartridge - September

\$40.95

### Kangaroo<sup>3</sup>

Mother Kangaroo must rescue her kidnapped baby. But with dangerous obstacles all around, it's no easy task! Mama must climb up ladders, leap across gaps in logs, punch out monkeys, and dodge apples in order to rescue her little one. Multiple screens make Kangaroo game-play more difficult as it progresses. And the delightful character

animation combines with challenging game action to create a game that is a giant leap away from the ordinary!

<u>Availability</u>	<u>Suggested Retail Price</u>
2600 Cartridge - August	\$35.45
5200 Cartridge - August	\$40.95

#### Ms. Pac-Man<sup>4</sup>

America's favorite femme fatale, Ms. Pac-Man, now gobbles and scurries in living rooms everywhere. Maneuvering her way through multiple mazes, Ms. Pac-Man tries to leave no dot uneaten, while she avoids (or chases) those playful ghosts. The top-selling 2600 game of 1983, Ms. Pac-Man is now available for the 5200 system. Both versions offer a choice of four skill levels, one or two player capability, and, of course, the exceptional graphics and game play that made this arcade heartthrob a big hit.

<u>Availability</u>	<u>Suggested Retail Price</u>
2600 Cartridge - NOW	\$35.95
5200 Cartridge - September	\$40.95

#### Dig Dug<sup>5</sup>

Action abounds beneath the earth's surface as Dig Dug, that intrepid miner, battles underground enemies and collects vegetable treasures while tunnelling relentlessly. He must destroy his pursuers by either inflating them until they explode, or causing rocks to fall on them. With all of the game-play and strategy of the coin-op hit, Dig Dug features eight separate screens, one or two player options, and two skill levels.

<u>Availability</u>	<u>Suggested Retail Price</u>
2600 Cartridge - October	\$35.45
5200 Cartridge - October	\$40.95

## Joust<sup>6</sup>

Enemy knights, attacking birds, dangerous eggs, and molten lava all threaten to "de-armor" players in Joust, a medieval action game with unusual twists. Knights on flying ostriches battle it out in mid-air, dropping eggs on each other that could turn into enemy birds. A highly successful arcade game, Joust pits two players against one another, or two players together against the computer.

### Availability

2600 Cartridge - October

5200 Cartridge - October

### Suggested Retail Price

\$35.45

\$40.95

## Moon Patrol<sup>7</sup>

As the Moon Buggy races across the lunar surface, players must jump craters, shoot rocks, and avoid attacks from enemy spaceships. At advanced skill levels, more obstacles and enemies make the journey even more difficult. This home video version of a popular arcade game offers amusing cartoon graphics and a delightful musical score for a game that's a lunar treat to play.

### Availability

2600 Cartridge - October

5200 Cartridge - November

### Suggested Retail Price

\$35.45

\$40.95

## Battlezone<sup>tm</sup>

The desert is alive with tanks, super tanks, saucers, and missiles. Can one lone tank take on these destructive hordes? A 360° radar screen lets players locate the enemies. And a turret-eye view and moving tread adds graphic realism to go along with all of the sounds and explosions of a tank battle.

### Availability

2600 Cartridge - September

5200 Cartridge - November

### Suggested Retail Price

\$30.45

\$40.95

## Vanguard<sup>8</sup>

In this challenging adventure game, players must fly their space ship through seven obstacle-studded tunnel zones, each defended by hostile space ships, missiles, and alien creatures. And the ultimate encounter awaits at the end of the tunnel in the City of Mystery, where you face the great Gond in a battle to the death. Vanguard can be played by one or two players, and features a choice of firing options, as well as the option to continue down the tunnel from where a player's last "life" was lost, instead of starting over at the beginning of the tunnel.

### Availability

### Suggested Retail Price

2600 Cartridge - NOW

\$30.45

5200 Cartridge - October

\$40.95

## NEW ATARI GAMES FOR THE 2600 VCS

### Cookie Monster Munch<sup>9,10</sup> (Atari Sesame Street Library)

This maze game helps children to become familiar with directional concepts, encourages the development of hand-eye coordination, and helps reinforce counting skills. One or two players can choose from ten different levels of game play. In the easier versions, the player(s) move Cookie Monster along various mazes, picking up scattered cookies and putting them in a cookie jar. At the more difficult levels, a Cookie Kid is controlled by the player(s), and must pick up the cookies in the maze and bring them to the cookie jar before Cookie Monster catches him and eats them. The graphic sequence of Cookie Monster eating cookies is a real treat for children from ages 3-7.

#### Availability

2600 Cartridge - October

#### Suggested Retail Price

\$30.45

### Alpha Beam<sup>10</sup> with Ernie<sup>9</sup> (Atari Sesame Street Library)

The development of letter-recognition abilities and directional concepts is encouraged in this game, which puts the child at the controls of a small shuttle craft. The child moves the shuttle craft left and right to retrieve alphabet letters by beaming them down from space. These letters must then be beamed down to corresponding ports on the main spacecraft. When each port has a matching letter in it, the main spacecraft is refueled and blasts off through space in a beautiful payoff sequence.

#### Availability

2600 Cartridge - October

#### Suggested Retail Price

\$30.45

Big Bird's Egg Catch <sup>9</sup> (Atari Sesame Street Library)

In this Atari-Sesame Street game, children use directional movement skill and timing to help Big Bird catch falling eggs. Hens at the top of the screen lay eggs which fall down colorful chutes. Children must move Big Bird back and forth to catch the dropping eggs. In the easier versions, the eggs fall down vertical chutes, while at the more difficult levels the chutes zig-zag. Children from ages 3-7 will "crack up" at the sound effects in this game, which include the squawking of the productive poultry and the splatting of missed eggs.

Availability

2600 Cartridge - October

Suggested Retail Price

\$30.45

Dumbo's Flying Circus <sup>11</sup> (Atari-Disney)

Dumbo, the flying elephant with the big heart, takes to the air in this high-flying home video game. By shooting peanuts out of his trunk, Dumbo pops balloons and scores points. If he pops those balloons that are carrying a clown and brings that clown safely to earth, Dumbo scores even more points. Designed for kids of all ages, Dumbo's Flying Circus features fast-paced aerial action that the whole family can enjoy.

Availability

2600 Cartridge - October

Suggested Retail Price

\$30.45

Donald Duck's Speedboat <sup>12</sup> (Atari-Disney)

A speedboat obstacle course is always an adventure with Donald Duck at the controls. Donald must avoid rocks, whirlpools, seaweed, fish, and the bobbing buoys of nephews: Huey, Dewey, and Louie. The faster he finishes the race, the more points he scores. The multiple obstacle screens and game variations add to the game-play challenge, and the graphics and music make this an enjoyable game for kids from ages 5-10.

Availability

2600 Cartridge - September

Suggested Retail Price

\$30.45



Sorcerer's Apprentice<sup>13</sup> (Atari-Disney)

This spellbinding home video game is based on the famous "Sorcerer's Apprentice" scene from the Walt Disney movie Fantasia. In Sorcerer's Apprentice, Mickey Mouse must catch falling stars and shoot meteors in order to stop the water-filled brooms from flooding the Sorcerer's cavern. With two screens of fun and excitement, colorful graphics, and four different skill levels, Sorcerer's Apprentice is a delightful game that kids of all ages can enjoy.

Availability

2600 Cartridge - November

Suggested Retail Price

\$30.45

Snoopy and The Red Baron<sup>14</sup> (Atari-Peanuts)

In this Atari-Peanuts home video game, Snoopy takes to the air in his "Sopwith Camel" doghouse to challenge the infamous Red Baron in his Fokker Tri-Plane. A real "dog-fight" ensues, and if Snoopy is hit, he is knocked off his doghouse onto the ground. Players of all ages will enjoy the aerial action and antics of that famous World War I flying ace, Snoopy.

Availability

2600 Cartridge - July

Suggested Retail Price

\$30.45

Miss Piggy's Wedding<sup>15</sup> (Atari-The Muppets)

The wedding bells are soon to ring . . . until Kermit, the reluctant groom, changes his mind and leaves Miss Piggy at the altar. The church becomes a video maze, with Kermit on the run and Miss Piggy in hot pursuit. The chase becomes even more elaborate when the wedding guests move about. Players can choose to be either Miss Piggy or Kermit in this Atari-The Muppets game, designed to be enjoyed by all age groups.

Availability

2600 Cartridge - November

Suggested Retail Price

\$30.45



Pigs In Space<sup>16</sup> (Atari-The Muppets)

The Muppets have a truly "starring" role in this series of three "out-of-this-world" games that parody space video games. In the first game, Link must shoot rows of chickens while avoiding their falling eggs. The second game features Miss Piggy attempting to traverse to the top of the screen, while she dodges spaghetti strings and karate-chops meatballs. In the last game, Dr. Strangepork flies through a cavern, firing a boomerang-like weapon (the "Boomeray") at the menacing Gonzoids in the cavern. The video antics of these "galactic grunTERS" can be enjoyed by the whole family.

Availability

2600 Cartridge - November

Suggested Retail Price

\$30.45

Krull<sup>17</sup>

Columbia Pictures' major release for the summer of 1983, will soon be an equally exciting home video game. Krull, the video game, features three different skill-and-action sequences that literally put the players in the picture! Taking the roles of principal movie characters, as you fight off slayers, avoid the snare of the Crystal Spider, and take on the fireball-hurling Beast. With three levels of difficult and "picture-perfect" graphics, Krull, the video game, brings home all the action of Krull, the movie.

Availability

2600 Cartridge - September

Suggested Retail Price

\$30.45

## NEW GAMES FOR THE 5200 SUPER SYSTEM

### Space Dungeon<sup>18</sup>

The challenge: to pick up the treasure that lies scattered throughout the many rooms and levels of the Space Dungeon. The best strategy: expect the unexpected, and fire away, because the treasure can be lost if a player gets zapped. The game-play of this combination treasure hunt/space battle game is challenging enough to begin with. And it gets even more difficult as one moves down the 99 separate levels of the Dungeon.

#### Availability

5200 Cartridge - July

#### Suggested Retail Price

\$40.95

### Pengo<sup>19</sup>

This Antarctic action game pits adorable Pengo the Penguin against the menacing Sno-bees. Pengo must avoid his attackers, or crush them with ice blocks. Players score extra points by moving special diamond ice blocks together. The scenery graphics are chilly, but the game-play is definitely hot.

#### Availability

5200 Cartridge - September

#### Suggested Retail Price

\$40.95

### Road Runner<sup>20</sup>

This skill and strategy game provides challenges to the whole family and stars those "desert duelists" the Road Runner and Wil E. Coyote in a game where players keep the coyote running down the road! In Road Runner, the screen is divided into 15 blocks of a desert grid matrix, with sections of road marked on each block. Players move these blocks to line up a road for the coyote. If the coyote runs into a block with no road lined up, he crashes, and loses a "life." The coyote must also beware of the fake tunnels, which can cost him dearly! Points are scored for the amount of bird seed he pick up off the road before the Road Runner does, as well as for each time the coyote crosses into another block, or runs into the fleet-footed Road Runner. Colorful animation, and game-

play that gets more difficult as the game progresses makes Road Runner a fun and challenging game for 1 or 2 players.

Availability

5200 Cartridge - November

Suggested Retail Price

\$40.95

Sport Goofy<sup>21</sup> (Atari-Disney)

This two-game "Jumpathalon" puts the athletic abilities of that heroic hound, Goofy, to the test? In the "Running Sky Dive," Goofy must climb up a tricky scaffolding, while avoiding moving obstacles that could knock him off. Once he reaches the top, he must take a flying leap toward a moving target on the ground. In "Pogo Pop," Goofy bounces from square to square, popping balloons at the top of the screen for points. He can only land on each square once, however, and some squares have rotating gaps that put a stop to Goofy's hop. This Atari-Disney game is designed to be enjoyed by the whole family.

Availability

5200 Cartridge - November

Suggested Retail Price

\$32.45

Tempest<sup>tm</sup>

This classic, popular coin game demands skill and strategy. In a supercharged three-dimensional electrical field, players must short-circuit a variety of enemies without being electrocuted themselves!

Availability

5200 Cartridge - November

Suggested Retail Price

\$40.95

## Robotron<sup>22</sup>

With waves of attacking automated robots everywhere, it takes a quick hand on the laser trigger to stay alive in Robotron. The third in the Defender<sup>23</sup> series of alien invasion games, Robotron pits the last family on earth in deadly survival combat against the killer Robotrons. This fast-action game is another good replication of a popular arcade game, with graphics and sounds that need no defense.

### Availability

5200 Cartridge - December

### Suggested Retail Price

\$40.95

## Xevious<sup>24</sup>

After leaving the Earth many eons ago, the Xevious forces have returned to reclaim it as their own planet. It's up to the player to fight off these Xevious attackers in a do-or-die mission to save the world from being occupied by the forces of Xevious. In this coin-op "shoot-em-up" spectacular, players take the controls of a Solvalou super spacecraft, battling the 32 different kinds of enemy by fighting off their aerial attacks and bombing their ground strongholds. Wave after wave of different Xevious attackers will appear, and if these attack waves are successfully fought off, the enormous shape of the Andor Genesis Mother Ship will appear on the screen. A direct hit can disable her, but the player must attack almost instantaneously, or else it's The End! If the player disables the Mother Ship, the first major Xevious attack is over. But a second, more intense attack, controlled by yet another Mother Ship, will commence, and the attacks will increase in ferocity!

The most sophisticated space attack game ever created, Xevious features graphic detail and realism unmatched in an arcade game; graphics that approach three-dimensionalism. And Xevious offers search and destroy, kill-or-be-killed, fast and furious game-play at its best.

### Availability

5200 Cartridge - Fall

### Suggested Retail Price

\$40.95

FIRST GAMES WITH SELF-CONTAINED VOICE SYNTHESIS  
FOR THE 5200 SUPER SYSTEM

RealSports Baseball<sup>tm</sup>

Atari RealSports Baseball for the 5200 system is the first home video game with voice that doesn't require the addition (and purchase) of a separate speech synthesizer! This major technical breakthrough lets the umpire call everything from balls and strikes to foul balls and outs. And there's real baseball action, with pitch selection, stolen bases, double plays, and home runs. The graphic detail and character animation is right out of the ballpark! And three different skill levels for each team lets players of differing abilities play each other or the computer in an evenly-matched game.

Availability

Suggested Retail Price

5200 Cartridge - October

\$32.95

2600 Cartridge (without voice) - NOW

\$30.45

Berzerk<sup>25</sup>

With a multitude of mazes, and rampaging robots everywhere, Berzerk incorporates fast action and survival strategy in an all-new home video version that even includes a voice! In Berzerk, players move a humanoid through mazes, avoiding their electrified walls, and firing at the attacking robots. If the robots don't kill the humanoid, the indestructible Evil Otto just might, as he leaps out of nowhere toward the humanoid! The voice feature includes the taunts and jeers of the robots, which can rattle . . . or motivate a player.

Availability

Suggested Retail Price

5200 Cartridge - Fall

\$40.95

Atari is a leading designer and manufacturer of home video games, coin video games and home computers, programs and peripherals for a variety of applications. Recently, Atari announced plans to develop and market home telecommunication products. Atari is a wholly owned subsidiary of Warner Communications Inc.

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## ATARI'S FIRST SOFTWARE PRODUCTS FOR THE GRADUATE™ TO INTRODUCE USERS TO THE BENEFITS OF PERSONAL COMPUTING

Sunnyvale, CA. — June 5 — Nine software products designed for use on Atari's The Graduate 2600 Video Computer System will accompany the introduction of the new low-cost computer system.

"The initial catalog of programs for The Graduate," states John Cavalier, President, Atari Products Company, "was developed to provide an introduction to the benefits of personal computers to users of all ages. The Graduate software is designed to be entertaining as well as educational."

The Graduate software will be available at all Atari dealers in October, when The Graduate computer system is expected to go on retail sale. The initial programs for The Graduate include introductions to programming using Microsoft Basic (which is built into the Graduate keyboard), educational programs, home management aids and a selection of games which benefit from the enhanced gameplaying and graphics capability of The Graduate keyboard computer module.

The Graduate programs are:

## PROGRAMMING

### An Introduction to Programming<sup>TM</sup>

This program introduces the user to the computer keyboard, while teaching the fundamentals of introductory programming and programming language. Beginners start by performing simple mathematical calculations, and eventually develop their own personal programs. In the course of their instruction, examples of the computer's color graphics and sound capabilities are provided.

Suggested retail: \$40.45.

### Children's Introduction to Programming

Children learn the fundamentals of basic programming with step-by-step easy to follow instructions. Creative colorful displays keep children interested and entertained as they become familiar with the computer.

Suggested retail: \$40.45

## HOME MANAGEMENT

### The Home Filing Manager<sup>TM</sup>

This organization tool allows the user to catalog and file everything from addresses and birthdays to tools and books. A private filing system for almost everything can be established, and information can be created, stored, edited, and retrieved with this easy-to-use, flexible program. (The Graduate Wafer Drive is needed to support this program.)

Suggested retail: \$40.45

### Family Finances

Yearly and monthly income and expenditures can be analyzed, reviewed, and updated with this program, which can help to organize personal finances. A budget can be set up for future use and the existing budget can be revised at any time.

Suggested retail: \$40.45

## EDUCATION

### Typo Attack<sup>1</sup>

This game is a fun, colorful tool designed to familiarize beginners with the type-writer keyboard and help advanced typists improve their typing speed and skill. As the invading typos fall from above, players must defend their eight bases by pressing a designated key on the keyboard, which destroys the typo. The more typos destroyed, however, the more frequent the typo attacks. Soon, players don't have time to search for a key or keys, and must rely on their touch-typing skills.

Suggested retail: \$35.45

### Monkey Up a Tree

Children have fun learning addition, subtraction, multiplication, and division in this unique game, with the help of a hungry monkey and some ripe bananas. Each time a given mathematical problem is answered correctly, the monkey climbs part way up a banana tree. If an incorrect answer is given, or too much time is taken, the monkey slides a little down the tree, and the correct answer is given to study.

Suggested retail: \$35.45

## GAMES

### Donkey Kong by Nintendo<sup>1</sup>

With three full screens, detailed graphics, and bright, colorful animation, this is an improved home version of the blockbuster coin-op game. In Donkey Kong, Mario must run up a series of girders and ladders to rescue his girlfriend from the clutches of the giant ape, Donkey Kong. Mario's progress is impeded by the barrels which the ape is constantly throwing at him.

Suggested retail: \$40.45

### Robotron: 2084<sup>2</sup>

It's the year 2084, and the deadly Robotron robots have taken over the world in this home version of the highly successful coin-op game. Players must use a 360° laser gun (and lightning-quick reflexes) to protect the last family on earth from these mechanized menaces! There are more than 95 moving characters on the screen to provide dazzling action.

Suggested retail: \$40.45

### Caverns of Mars™

In this "search and destroy" mission beneath the surface of the Red Planet, players must maneuver to their spaceship toward an alien stronghold at the bottom of a cavern. There, they must activate a bomb and escape, while avoiding floating mines, rubble, and enemy space ships. Caverns of Mars has already proven its popularity in an earlier computer game produced by Atari.

Suggested retail: \$40.45

The Graduate provides Atari 2600 VCS owners with a low-cost introduction to personal computing. A snap-on module keyboard with supporting electronics converts the familiar game console into a powerful, small computer. A full line of peripheral products is also available for The Graduate to provide 2600 owners with an overview of the full benefits of home computing.

Atari is a leading designer and manufacturer of home video games, coin video games and home computers, programs and peripherals for a variety of applications. Recently, Atari announced plans to develop and market home telecommunication products. Atari is a wholly owned subsidiary of Warner Communications Inc.

<sup>1</sup>Trademark and Copyright Nintendo 1981, 1983

<sup>2</sup>Robotron 2084 is a Trademark and Copyright Williams 1982.

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# ATARI 5200<sup>TM</sup>

## NEWS UPDATE

### ATARI 5200 STAR RAIDERS: A FAST PACE IN OUTER SPACE


For space action and adventure that puts you in the pilot's seat, Star Raiders is the ultimate in first-person video game excitement. The most popular home computer video game of all time, Star Raiders is now available in a home video game cartridge for the Atari 5200 system. Atari 5200 Star Raiders is an improvement over all earlier versions of Star Raiders, both graphically and in game play. And it is worlds away from other "space-action" games, which usually feature limited controller capabilities, fewer game-play options and poor screen graphics. Atari 5200 Star Raiders is the closest simulation to three-dimensional outer space flight and attack that you can find in a home video game. It puts the imitators on the dark side of the moon!

The major advantage that Atari 5200 Star Raiders has over earlier versions is the 5200 controller, with keypad and overlays. Instead of having to push buttons on a computer keyboard and use a separate joystick (or having to use two separate controllers as with the 2600 system), 5200 Star Raiders has all of its controls on one hand-held unit. This makes both the game play and the mode selection faster and easier to understand.

Graphically, Atari 5200 Star Raiders is similar to the computer version, with some notable improvements. On the galactic map, your location appears as a flashing dot of light on the 5200 version, but only a spot of light on the computer version. On the long-range map, the outlines of enemy ships, star bases, meteorites and fired photon torpedoes are all clearly distinguishable

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 A Warner Communications Company

in 5200 Star Raiders. In the computer version, they appear as dots of light that are hard to tell apart from the stars. When you use the joystick to turn in the 5200 version, your speed increases. When you turn in the computer version, your speed remains constant. If you wipe out all of the enemy in a sector, the enemy ship outline in your crosshairs disappears in the 5200 version, but remains in the computer version.

Atari 5200 Star Raiders. Bringing outer space action to the inner space of your home.



# ATARI 5200™

## NEWS UPDATE

### ATARI 5200 DEFENDER: MORE THAN A BLAST

Your defense never rests when you're playing Defender. With six different types of alien space ships trying to destroy you with bombs, mines and collisions, you need quick thinking and fast reflexes to stay alive and protect the planet. Defender is one of the most popular arcade games of all time, and now it is available in a home video cartridge for the Atari 5200 System. This new Atari game cartridge compares well with the arcade game itself in graphic quality, sound effects and realism. And it makes other Defender-type home video cartridges seem, well . . . offensive.


The object of Defender is to destroy as many alien space ships as possible, and prevent them from abducting humanoids from the planet's surface. Points are scored for every alien ship destroyed and every humanoid saved. A constant barrage of aliens and alien weaponry keeps the game moving at the level of almost pure reflex.

Atari 5200 Defender incorporates exact replicas of over two dozen sounds from the arcade game. These sounds range from the explosions of space ships to the cries of humanoids for help. All of the distinctive noises of the alien ships are there, as well as the sounds of missiles firing and space ships materializing.

The graphic quality of the Atari 5200 Defender game cartridge is a close duplication of the arcade game graphics. Each alien ship has a clearly-defined shape and color and the missile-firing graphics are stunning. The

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stars flicker, the humanoids move around on the planet's surface. The bright orange-red exhaust flame of the Defender ship roars when the engine is on, and shuts off when the ship is coasting.

Atari 5200 Defender. The quality of this arcade game replica needs no defense.



# ATARI 5200<sup>TM</sup>

## NEWS UPDATE

### ATARI 5200 GALAXIAN: HOME VIDEO THAT'S IN ANOTHER UNIVERSE


The difference between home video games and arcade games used to be fairly obvious . . . to the dismay of the home video game player. But now, Atari introduces the Galaxian home video game cartridge for the 5200 System, a game with some surprising differences. With graphics and sound effects that rival the arcade game, Atari 5200 Galaxian offers a choice of eleven different levels of play (the arcade game offers only one level). Of course, Atari 5200 Galaxian plays and scores just like the arcade game. And with the Trak-Ball accessory, even the controls are the same. But the differences are out of this world!

In Galaxian, one ship stands alone against the attacks of wave after wave of enemy space ships. Your ship must try to shoot them down, while evading their diving and bombing attacks. The skill levels in Atari 5200 Galaxian range from an easy mode, where the enemy ships don't bomb your ship, and can only destroy you by a direct collision, through the most difficult mode, where bombs and diving ships literally rain down upon your ship. Points are scored according to the value of the enemy ships that you shoot down.

The audio and visual features of Atari 5200 Galaxian are a treat for the ear and the eye. The graphics are precise, and the sparkling blues, purples, reds and yellows of the attacking ships are a standout feature. All the sounds of Galaxian battle, of enemy ships diving, bombing and exploding, and your ship

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firing and exploding; all effects are crisp and clear. You don't get the "muffled" sound effects associated with outer space video games. And with Atari 5200 Galaxian, each succeeding wave of alien ships has more complex diving and bombing patterns than the previous wave.

Atari 5200 Galaxian. It's a little different from the arcade version. You might even think it's better.

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# ATARI 5200<sup>TM</sup>

## NEWS UPDATE


### ATARI 5200 CENTIPEDE: THE COIN-OP GAME WITHOUT THE COINS

Comparing home video games with arcade games used to be a one-sided affair. The hardware and software of home video systems were simply not sophisticated enough to match up to the arcade games, since the arcade systems could be designed and built around a particular game. The home video versions of favorite arcade games usually turned out to be mere approximations of these games. But now, Atari has changed all that by introducing a home video cartridge that is the exact same game as the arcade game. The new Atari Centipede cartridge, for the 5200 System, is not just the closest thing to the real thing, it is the real thing, and more. The home version offers three skill levels - an added benefit. All of the same animation, sounds, object movement, rules, and scoring from the arcade Centipede are found in the Atari Centipede cartridge. And with the soon-to-be-offered Trak-Ball option, even the same controller is used in both games. The sizes of the two screens (arcade and television set) differ, but all other aspects of the two games are identical. Atari 5200 Centipede is the game for coin-op aficionados.

Atari 5200 Centipede is the game with the bugs engineered into it! Crawling centipedes, falling fleas, shifty spiders, and stinging scorpions all lurk in a forest of magic mushrooms. To play Centipede, you must shoot and destroy a centipede as it slithers through the mushrooms. You must also dodge and defend yourself from the attacks of other dangerous insects. Points are scored for destroying the Centipede with bonus points awarded for shooting insects and mushrooms.

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All of the bright colors and vivid sounds of the arcade Centipede are found in Atari 5200 Centipede; from the colorful changing screens to the unique noise that each insect makes. When a centipede is destroyed, the mushrooms, the new centipede, and the other insects all change colors. The animation movement is very smooth, and the quality of the graphic detail is excellent. Little things like the extra head added to each succeeding centipede, and the muzzle of the gun popping out when a shot is ready to be fired, all attest to the great amount of work that went into the software.

Atari 5200 Centipede. It may have you looking for a coin slot when the game is over!



# ATARI 5200<sup>TM</sup>

## NEWS UPDATE

### ATARI 5200 KANGAROO: ONE GIANT LEAP FOR HOME VIDEO

With menacing monkeys, falling (and flying) fruit, and other "hopper-stopping" obstacles, it takes timing and quick reflexes to stay alive and kicking in Kangaroo. Now, this arcade favorite is available in a home video version for the Atari 5200 system. Atari 5200 Kangaroo has all of the great game play, graphics, and sounds of the arcade version. And with the convenience of the 5200 controller, you may find that playing the 5200 version is more fun. With four different screens, each posing a different game-play challenge, Atari 5200 Kangaroo is one game that you'll want to put in your home video "pouch"!

Atari 5200 Kangaroo can be played by one or two players at any one of two skill levels: novice or advanced (the arcade version does not have a novice level). The advanced version has more monkeys (and more dangerous apples thrown at you). The object of the game is to maneuver the Mother Kangaroo up a series of ladders and logs to rescue the Baby Kangaroo at the top of the screen. You collect points for gathering fruit, punching monkeys and apples, and rescuing the Baby Kangaroo. You can play Kangaroo as a straight rescue game, or you can maneuver the Mother Kangaroo up and down the screens collecting points before your rescue time runs out.

The bright colors and musical sound effects are among the standout features of Atari 5200 Kangaroo. The game play is very close to the arcade version, and the joystick response is excellent as you make your Kangaroo hop, leap, superleap, and duck. Detailed graphics, such as the adorable Kangaroos offer visual testimony to the graphic quality of this game.

Don't climb (or get near) a ladder when there is a monkey above it or



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near it. You won't be able to climb up or down a ladder fast enough to avoid the monkey or dodge any fruit he might drop on you. When leaping between logs, you can move your Kangaroo's toes so that they are a little bit over the edge. This will make sure that your "Superleap" doesn't fall a bit short. When you get to the third screen, you may find that it is easier to let the stack of monkeys build up first, and then climb the ladders and jump up or down to rescue the Baby Kangaroo. And when you get to the fourth screen, remember that your Kangaroo can't climb any ladders with gaps between the ladder and the logs.

Atari 5200 Kangaroo. It's a hop, skip, and a jump above the rest!

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# ATARI 5200<sup>TM</sup>

## NEWS UPDATE

### ATARI 5200 REALSPORTS TENNIS: THE GAME OF TRUE "NET" WORTH


With its combination of strategy, timing and placement, tennis has always been a game that challenges the mind as well as the body. Now, Atari brings this challenge to a home video game with the new Atari 5200 Tennis cartridge. Atari 5200 Tennis features the same game play, scoring and strategy that you find in real tennis. You can volley, lob, hit a "dink" shot, play the net, smash a winner or serve an ace. And all this action takes place on a court with dimensions, markings and colors that duplicate a real tennis court. With realistic player graphics and ball movement, the new Atari 5200 Tennis cartridge can turn your television screen into a video Wimbledon!

Atari 5200 Tennis offers a choice of three different games: a one-player singles game against the computer, a two-player doubles game against each other or a two-player singles game against each other. These games can be played at either the intermediate or advanced skill levels. Scoring is identical to real tennis, and the score is kept on a clear, legible scoreboard, which keeps track of the sets and matches as they progress. The flashing cursor lets you put your name or initials on the scoreboard.

Such details as the webbing of the net and the movement of the ball give graphic testimony to the quality of the software. The video players

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look like real tennis players (as opposed to the nondescript "blob-like" figures found in other home video tennis games), and they swing the racket, serve the ball and run around the court in a realistic manner. These players even have a forehand and a backhand! The ball makes a sound like a bouncing tennis ball as it hits the court, and it even has a shadow beneath it.

To win at Atari 5200 Tennis, you must incorporate real tennis strategy into your gameplan and hit the ball to where your opponent can't reach it. One way of doing this is to hit a few shots to one corner of the court, then switch to another, keeping your opponent running from corner to corner. Another stratagem is to move your player up to the net and intercept everything your opponent hits. This is risky if your opponent also gets close to the net or if he lobs on over your head, so watch out!

Atari 5200 Tennis. Serving up another realistic home video sports game.



# ATARI 5200<sup>TM</sup>

## NEWS UPDATE

### ATARI 5200 SOCCER: THE GAME WITH A KICK


Soccer has always been a sport that demands the utmost from its players; from endurance and strength to reflexes and agility. Unfortunately, home video soccer games have demanded little else besides a willing suspension of disbelief. Even the so-called "sports expert" failed to mention the crude stick figures, poor graphics and sketchy rules that are the prominent features of the "intelligent" soccer game. Now, Atari introduces a home video soccer game cartridge for the 5200 system; a home game that is as challenging and demanding as the real game. Atari 5200 Soccer incorporates every kick, block, pass and bounce from regulation soccer, and features the most realistic graphics you can find in a home video sports game. It'll make you want to kick yourself for having tried anything else!

Atari 5200 Soccer offers not only a two-player option, but a one-player option against the computer, something no other soccer game offers. You can choose from any one of four skill levels (beginning, novice, intermediate and expert) when playing against the computer. There is even a demonstration mode to let you see how a typical game is played. And you can choose how long you want each game to last (from 5 to 45 minutes per half). A timer lets you know how much time you have, keeping track in real seconds and minutes, unlike the fast blur of numbers that other games use to keep time with.

Atari 5200 Soccer gives you many options in the actual game play. You can choose from any one of four different kicks for clearing, passing, setting up goals or shots on goal. You can even bounce the ball off the head of one

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of your players! While on defense, you can switch control of your players using your controller keypad.

This new Atari game cartridge features a high degree of graphic realism. The playing field is regulation size, with regulation flags and markings. And all the rules of real soccer apply to Atari 5200 Soccer. With 3-color animation, the players look like real soccer players, and run and kick in a realistic manner. The sounds of their footsteps can even be heard! The ball rolls and even bounces like a real soccer ball, with a shadow appearing beneath it whenever it is in the air.

Atari 5200 Soccer. Keeping the ball rolling with another realistic home video sports game cartridge.

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# ATARI 2600<sup>TM</sup>

## NEWS UPDATE

### ATARI 2600 REALSPORTS SOCCER: THE GAME THAT'S "ON THE BALL"

Soccer, the game of fancy footwork, precision passing, shot-blocking, and goal scoring, is perhaps the most popular and well-known game in the world. Now, Atari introduces a truly "All-World" RealSports Soccer cartridge for the 2600 system.. New Atari 2600 RealSports Soccer features all of the essential elements of real soccer. You can kick, pass, defend, steal the ball, and fake your opponents out of their video cleats! And the player movement and field layout are right out of the World Cup! It gives other soccer games "the boot".

Atari 2600 Soccer can be played by one or two players at any one of three skill levels; easy, intermediate, or advanced. This is the only horizontal-scrolling 2600 Soccer video game. You can choose between 5 and 9 minute games, with the time kept by the scoreboard clock at the bottom of the screen. This clock stops whenever a goal is scored.


2600 RealSports Soccer has two levels of difficulty: A) you play with 3 against 3. With the difficulty switch on the B position, it transforms the game into a full field game. If you run your control player off one side of the screen, he will reappear at the other side of the television screen. This feature enables you to:

- 1) Pass upfield to teammates
- 2) Drop back quickly on defense
- 3) Recreate a full field of soccer players and have real lines on offense

The game play and player running graphics are among the best features of Atari 2600 Soccer. The joystick response is quick, and the running is smooth. The field is well-shaped, and the crowd roars whenever a goal has been scored.

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The game play and player running graphics are among the best features of Atari 2600 Soccer. The joystick response is quick, and the running is smooth. The field is well-shaped, and the crowd roars whenever a goal has been scored.

Atari 2600 Soccer is a challenging game, and you must be alert to potential goal-scoring opportunities and defensive plays. Weaving the ball through the defense with passing and fancy moves is a sound strategy, since a player running down the field with the ball is slowed down, and will be overtaken by the defense. One way to fake out a defensive player is to run large circles around him while you have the ball. Then, head toward the goal when you have faked the defensive player into running the opposite way.

Atari 2600 Soccer. If great game play is your "goal", then this is the one for you!

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# ATARI 2600<sup>TM</sup>

## NEWS UPDATE

### ATARI 2600 KANGAROO: JUMPING INTO HOME VIDEO EXCITEMENT

Kangaroo. This video game with a "continent" of obstacles to overcome, offers the kind of video thrills that will keep you hopping. A band of monkeys has kidnapped baby Kangaroo. Mama must fight off monkeys and dodge thrown apples to rescue her baby. Now, this challenging and exciting game leaps into your living room. The new Atari 2600 Kangaroo home video game cartridge offers all of the great game play of the arcade version, plus a choice of skill levels that you won't find in the arcade Kangaroo. Atari 2600 Kangaroo is one VCS game that isn't "down under" any other!


Atari 2600 Kangaroo can be played by one or two players at two different skill levels. You must maneuver your Kangaroo through a series of ledges, logs and ladders in order to rescue the baby Kangaroo at the top of the screen. Once you rescue the baby, a different, more challenging screen and rescue situation appears. In Atari 2600 Kangaroo, screens 1 and 2 are close to the corresponding arcade screens, while screen 3 is more like the 4th screen in the arcade version. Points are scored when your kangaroo punches monkeys and apples, picks fruit along the way, and rescues the baby Kangaroo.

When playing Atari 2600 Kangaroo, be sure that your Kangaroo is stationary before it punches a monkey. Also, get your Kangaroo very close to the monkey before punching. And remember, once your Kangaroo gets close to a ladder, it will be stuck on that ladder for a few moments, and at the mercy of falling apples. Don't get your Kangaroo near a ladder until the coast is clear.

Atari 2600 Kangaroo. It may make you want to hop around the clock!

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# ATARI 2600<sup>TM</sup>

## NEWS UPDATE

### ATARI 2600 REALSPORTS TENNIS: A HOME VIDEO SMASH

Buying a home video tennis game used to be an altogether different kind of "racket". But with the new Atari 2600 Tennis cartridge, playing tennis can now be as much fun in your living room as it is on a tennis court. Atari 2600 Tennis features excellent player, ball, and racket movement, as well as identical scoring to real tennis. And a choice of shots is available to you. You can serve, smash, volley and lob your way to victory. (You can even put your name and initials on the scoreboard if you wish.) Other home video tennis games are "no match" for this one!

Atari 2600 Tennis can be played by one player (no need to yell "Tennis, anyone?") against the computer, or two players against one another. There are slow and fast game levels, and you can turn the computer into an easy or difficult opponent in the one-player version. You can also choose to manually swing your tennis racket, using your fire button, or have the computer swing it for you. A demonstration mode lets you see part of a 2600 tennis game being played.

Among the outstanding features of Atari 2600 Tennis are the player definition and movement. The head, feet, eyes, and tennis shorts of the players are clearly defined, and the way they swing their rackets and run around the court adds graphic realism to the game. The players even have a forehand and a backhand! The tennis ball can be hit at three different rates of speed, and it has a shadow beneath it while in flight. The court and the net are well proportioned, and the easy-to-read scoreboard keeps accurate track of sets and games in progress.

When playing Atari 2600 Tennis, it is best to stay near the middle of the court. Playing the net is not usually a good strategy except for a very quick player. Although you can volley your opponent's shots at the net, there is too much room near the sidelines, and a shot can get by you. Conversely, if your opponent



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is playing close to the net, stay alert, and try to zip one out of reach. Atari 2600 Tennis, like real tennis, is a game of endurance, so hang in there!

Atari 2600 Tennis. Any way you "slice" it, this is the one to beat!

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# ATARI 2600

## NEWS UPDATE

### ATARI 2600 FIREWORLD: A HOME VIDEO SCORCHER

Fireworld, the second home video game cartridge in the Swordquest series, is the game puzzle that's a series of puzzling games. In Fireworld, you move through a maze of ten brightly-colored doorways into an ever changing array of rooms. In each room, you must successfully complete a skill and action sequence in order to be given the puzzle-solving objects found in each room. These objects, when deposited in the right room or rooms, will yield clues to help you solve the Fireworld puzzle. Atari 2600 Fireworld challenges your game-playing ability and your memory, as you play "video explorer" on your way to the \$150,000 Grand Prize, the Sword of Ultimate Sorcery.

The following are five of the skill and action sequences that you will encounter in the Fireworld rooms:

Flaming Hot Knives: You move groups of knives into a box-like pit with your joystick. By moving the joystick to the left or the right, you can bunch these knives into groups, and can guide them into the pit.

Flaming Firebirds: Swarms of Firebirds descend in waves upon you. With your joystick, move your stick to the area where the fewest number of birds are diving (usually the far left or far right of the screen). Don't move around too much, as the birds are numerous. The longer you can avoid being touched, the better your chances are of surviving.

Deadly Snakes: In this game, you are a bird shooting at snakes. You can move the bird and shoot in any direction. To fire a shot, move the bird in the direction you want the shot to go, and hit the firebutton. (If you don't move the bird, the shot will always travel toward the top of the screen). Don't let the snakes bite



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the bird! And don't fly the bird into a wall. Every time you do, a new snake will appear.

Flying Fire Goblins: You must catch these falling birds with a box. Move the box quickly back and forth with your joystick to catch the most birds.

Fire-Breathing Dragons: You can shoot at these creatures, but the best strategy is just to stay out of their way and avoid their stick-like flames.

When you survive any one of these challenges, you enter the object room. There are ten of these rooms, where you can pick up and deposit objects. To get out of an object room, place your cursor over the key-like object on the left, and press the firebutton.

While running around the maze, keep away from the walls, or you may get stuck. Then when you enter a room, hit the firebutton to see what skill and action sequence awaits.

Atari 2600 Fireworld. You won't be "burned out" on this one!



# ATARI 2600™

## NEWS UPDATE

ATARI 2600 GALAXIAN: A NEW FRONTIER IN HOME VIDEO

Galaxian has been one of the most popular arcade games of all time. With its diving space ships, bomb barrages, and "out of this world" colors and sounds, it's easy to see why. Now this video classic is available as a home video cartridge for the Atari 2600 system. The new Atari 2600 Galaxian cartridge features game play and scoring that are identical to the arcade version, as well as those bright colors and fantastic sound effects that you've come to expect from Galaxian.


In Atari 2600 Galaxian, you move your laser ship from left to right and fight off waves of attacking Galaxian spaceships. These ships line up to attack in seven rows across, like the arcade version, and swoop down on your ship in a variety of patterns (also like the arcade version). You can choose to begin at one of 9 difficulty levels when you survive one wave of enemy ships. The next, more challenging wave materializes. You can choose to either hold down the fire button for continuous firing, or to press the fire button once per shot.

Graphic details such as the clearly-defined shapes of the space ships, the laser rocket in the muzzle of your space ship ready to be launched, and the flashing explosions of exploding space ships are all standout features of Atari 2600 Galaxian. Another feature is the title page screen which illustrates the Galaxian logo as well as some brilliant graphic effects. The joystick response is very smooth, and the "musical-like" sounds of the Galaxian ships diving are an audio delight.

When playing Galaxian, remember: shoot the attacking Galaxian warriors for maximum points. Try to stay in the middle as much as you can while dodging the

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Galaxian ships and bombs. Don't maneuver your way into a corner, as a barrage can easily pin you there. The diving Galaxian ships often angle for the corners, and your ship can be an easy mark.

Atari 2600 Galaxian. Boldly going where no 2600 game has gone before!

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# ATARI 5200<sup>TM</sup>

## NEWS UPDATE

### ATARI 5200 POLE POSITION: STRIFE IN THE FAST LANE


With lightning-fast cars, screeching tires, and roaring engines, Pole Position is the arcade video hit that packs all of the sights, sounds, and thrills of automobile racing into one challenging game. Now, Atari puts you in the driver's seat with the new Atari 5200 Pole Position home video game cartridge. Pole Position is the number 1 game at the arcades and has been for most of 1983. Like its arcade counterpart, Atari 5200 Pole Position gives you the sensation of driving a real race car (you'll feel this when you make your first turn). Plus, you'll find graphics, colors, sounds, and racing strategy that are right out of the Grand Prix! Atari 5200 Pole Position is one home video game that's definitely on the right track!

Atari 5200 Pole Position is a one-player game with four skill levels, and a choice of races from one lap to eight laps. As in the arcade version, you must complete a qualifying lap under a certain time to qualify for the Big Race. You steer, accelerate, shift, and brake your race car through a twisting course, while avoiding collisions with other race cars and off-road signs (you can choose a practice run with no other cars on the course, to minimize your chances for accidents!). The game is over when you run out of time, or when you finish the race, and see the checkered flag. Points are scored for the starting position that you qualify for, total distance traveled, and the number of cars passed.

With graphic details and sound effects right down to the rolling tires and the sound of your engine changing when you accelerate and shift gears, Atari 5200 Pole Position has everything but the smell of burning rubber! The course graphics are almost identical to the coin-op version, with bright colors

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that contrast well. The realistic movement of the cars (especially in and out of turns) is accentuated by the smooth scrolling of the screen. The tires even screech when you negotiate a turn! And if your car collides with another car . . . watch out for the explosions!

When playing Atari 5200 Pole Position, try to keep your car as steady as you can through the curves--this will give you a faster time. The best time to shift from low to high gear is between 80 and 90 M.P.H., and you can also shift from high to low gear when you want to slow down. When two cars are blocking both lanes ahead of you, you can either stay right behind the car with the slight lead and wait for the other car to lag behind, or you can wait for the track to curve, and take a short cut on the grass (wait for that off-road sign to pass, first!)

Atari 5200 Pole Position. It doesn't take a back seat to any other home video racing game!

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